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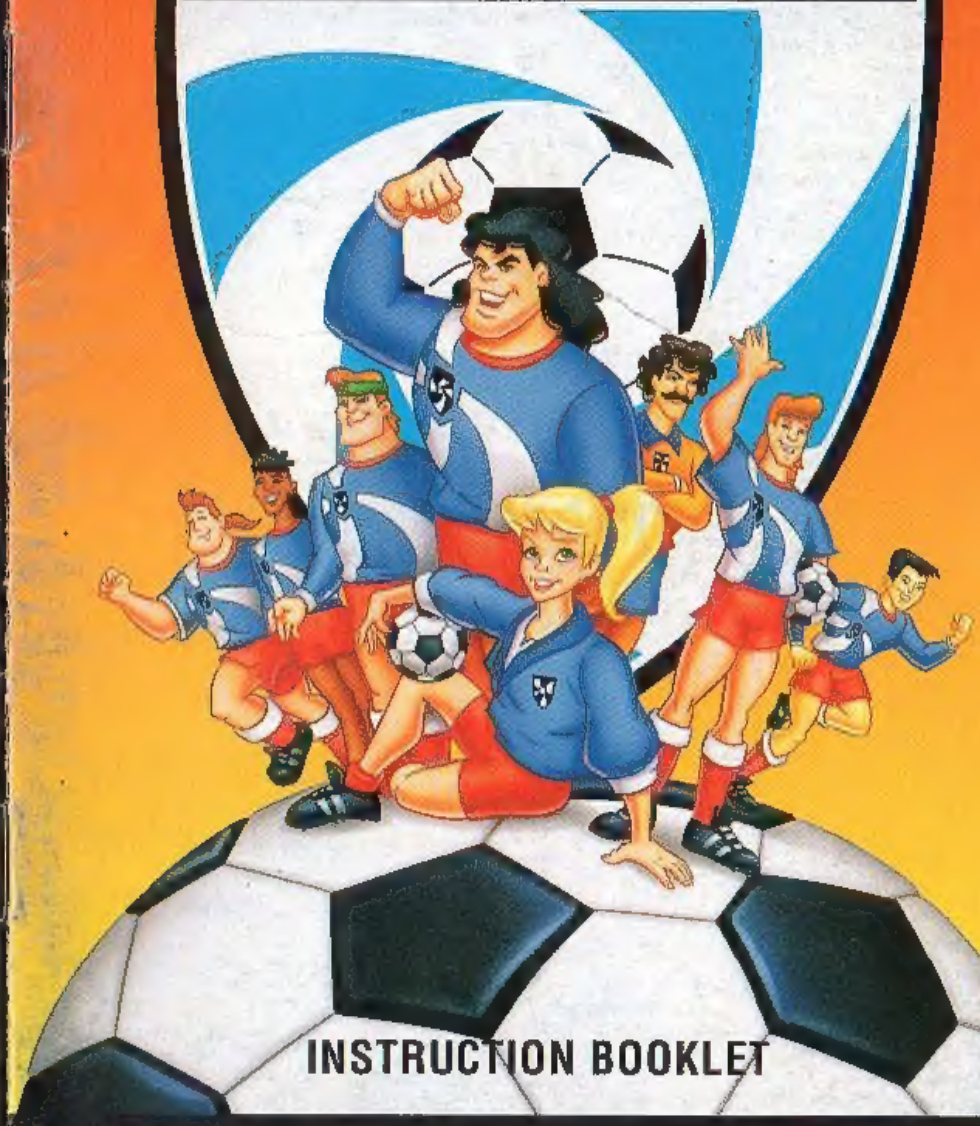
HURRICANES™



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM®

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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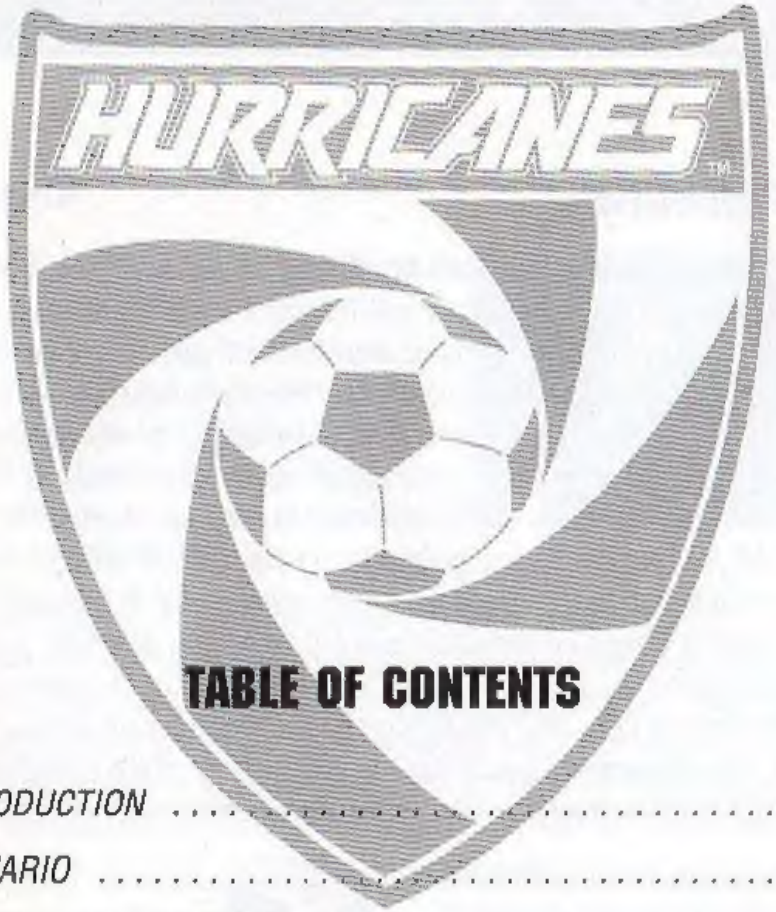


TABLE OF CONTENTS

INTRODUCTION *1*

SCENARIO *2*

STARTING UP YOUR SYSTEM *3*

OPTIONS *3*

PICK-UPS AND POWER-UPS *4*

PLAYER CONTROL *4*

THE GOOD GUYS - HURRICANES *5*

THE BAD GUYS - GORGONS *6*

THE LEVELS *7*

INTRODUCTION

*When the wealthy owner of the **Hurricanes** mysteriously disappears, his teenage daughter Amanda Carey inherits a soccer club. The team is based on the Caribbean Island of Hispanola and plays in the prestigious World Soccer League. An oddball assortment of prima donnas with behavioral problems and rejects from other teams, the **Hurricanes** had become the laughing stock of the soccer world – until Amanda brought the notorious Cal Casey out of retirement to whip the players into shape. The 16 year-old female soccer fanatic and experienced old pro embrace the challenge of transforming the unruly underdogs into a winning team. Her mother frowns on the whole idea but Amanda is adamant, so Mrs. Carey delivers an ultimatum – if the team isn't out of the soccer basement within a year, or if her school grades slip, the club goes up for sale. The malevolent Stavros Garkos, shady owner of the Gorgons, has already made a standing offer, so the **Hurricanes** must perform.*

*The cartoon series follows the on and off-the-field exploits of the colorful characters involved in the world's most popular professional sport. Now here's your chance to take an active role in the latest adventure in the chronicles of the **Hurricanes**...*

SCENARIO

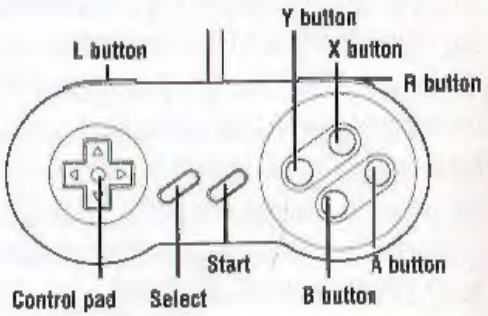
*The fiendish Stavros Garkos has challenged our heros to the ultimate showdown on the Island of Garkos. It is time to decide once-and-for-all which is the best soccer team in the world. To add further spice to the contest, Stavros has put a $100,000 stake on the game, which will be donated to charity if the **Hurricanes** win.*

*Your task is simply to guide the squad from their island base on Hispanola to the Gorgon Stadium in time for kick-off. However, nothing is straightforward when the dastardly Gorgons are involved – they will try to ambush you at various stages along the weird and wonderful route using a whole range of underhanded tactics. If the sabotage works and the **Hurricanes** don't make it to the stadium, you will forfeit the match and the Gorgons win without kicking a ball.*

*Take control of either Cal or Napper to overcome the devious puzzles and traps set by your arch rivals. You will be challenged by an array of cunning enemies during each "episode" and then face one of the mercenary Gorgon players who must be defeated to reach the next level. Use your soccer skills to find weak spots in each opponent and turn on the soccer power! **GO HURRICANES!***

STARTING UP YOUR SYSTEM

1. *Make sure your Super NES® is OFF.*
2. *Plug a Control Pad into the port labeled 1 on the Control Deck.*
3. *Insert the Hurricanes™ Game Pak into your Super NES®.*



Press firmly to lock the Game Pak in place.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

4. *Turn the power switch ON. Press any button and the Options screen will be displayed.*

OPTIONS

Before kicking-off your quest there are a number of options available to you. Use Select to choose:

1 or 2 Player Mode
Easy, Medium or Hard Difficulty Setting*
Music or Sound FX

Then press Start.

DIFFICULTY SETTINGS

Easy Level - Only 7 levels out of 15 are accessible.
Medium Level - All levels accessible.
Hard Level - All levels accessible and a different ending to the game.

PICK-UPS AND POWER-UPS

There are numerous items to be discovered with a vast range of different effects, some of which are delayed.

PLAYER CONTROL

You can kick the ball horizontally or chip it in an arc to dispose of enemies and traps and to activate switches. After the ball is kicked it returns to the player very quickly, as if it's on an elastic, unless it is punctured by an enemy or dangerous trap or puzzle.

CONTROL PAD

UP *- LOOK UP*
DOWN *- DUCK*
LEFT *- WALK LEFT*
RIGHT *- WALK RIGHT*

A *- KICK*
B *- JUMP*
X *- CHIP*
Y *- POWER KICK (Hold button down to Power Up, release to kick)*

L *- RUN LEFT*
R *- RUN RIGHT*

THE GOOD GUYS - HURRICANES

CAL CASEY	*"The Catalyst"*	*Age: 28*
Center Midfield	*No. 8*	*Team Captain*
		All-American Hero
NAPPER	*"The Dolt"*	*Age: 22*
Right Back	*No. 2*	*Big, Dumb Englishman*

THE BAD GUYS - GORGONS

BENNIE THE VIKING	*No. 2*	*Huge Scandinavian –*
Right Back		*The Biggest Player*
		In World Soccer
LOBO THE WOLF	*No. 5*	*Greasy, Mean Spaniard*
Sweeper		
GASTON (Genghis)	*No.1*	*Half-French,*
Goalie		*Half-Mongolian Warrior*
WYN SMITH	*No. 6*	*English Hard Man*
Stopper		*Player-Coach and*
		Team Captain
STAVROS GARKOS	*End-of-Game*	*Evil Head-Honcho*
	Boss	

Throughout the treacherous journey you will also encounter meddling members of the Gorgon Youth Team, who will challenge you along the way to impress their coach.

THE LEVELS

EPISODE 1 - GETTING TO THE PLANE

First you must find the plane to get the Hurricanes to Garkos Island, but hurry up because the Gorgons have sabotaged the fuel tank and time is running out.

Stage 1 - Hispanola Island
Make your way from the safety of home base across the island. Watch out for scorching scorpions, mischievous monkeys and colossal centipedes.

Stage 2 - Hispanola Lagoon
Cross the lagoon to reach the airport on the other side without falling prey to pointy-nosed flying swordfish and teeth gnashing piranha.

Stage 3 - Hispanola Airport
Overcome Gorgon hooligans and manic sweeper trucks to find Bennie the Viking before he pumps out all of the fuel for the plane.

EPISODE 2 - CRASH LANDING

The plane runs out of fuel and has to make an emergency landing in a jungle clearing. As you descend someone spots an abandoned train nearby. If you can find it quickly you can still make the game on time...

Stage 1 - Hispanola Jungle
Hack through the dense jungle in search of the train. (Watch out for slithering vine snakes, sneaky snails, foul frogs, and homicidal humming birds that cross your path.)

Stage 2 - Mayan Temple
You find yourself lost in some ancient Mayan ruins. Don't let killer wasps, army ants or Mayan warriors keep you from getting back on track to the train!

Stage 3 - Abandoned Train
Having finally found the train you must stop Lobo the Wolf from firing the steam valves. To de-rail him before he gets a chance you'll have to get past Gorgon hooligans along the way.

EPISODE 3 - END OF THE LINE

The track ends on the outskirts of an old mining town, which appears abandoned...

Stage 1 - Abandoned Mine Shaft
Dodge falling stalactites as you navigate the winding mine shaft inhabited by brainless bats and sneaky snails.

Stage 2 - Old Mine Part II
Plunge further into the abyss of the deserted mine.

Stage 3 - Haunted Mine

In the dankest depths of the mine you face fearsome phantoms. If you can make it past ghoulish ghosts and spooky skeletons, you're ready to face Gaston (Genghis).

EPISODE 4 - ARRIVAL ON GARKOS ISLAND

Congratulations! You have reached Garkos Airport and the stadium is just in sight, but you're not out of danger yet...

Stage 1 - Garkos Airport

Escape from the infested airport, hopping with Gorgon hooligans.

Stage 2 - Garkos Jungle

You have more jungle terrain to navigate but this time it's in Gorgon territory. Slithering vine snakes, foul frogs and homicidal humming birds are awaiting your arrival.

Stage 3 - Gorgon Compound

Can you sneak through the Gorgon training camp without getting caught? The Gorgon Youth Team will try to prove you can't. Show them how wrong they are and just how tough the Hurricanes can be!

EPISODE 5 - THE STADIUM

You've finally made it to the stadium, but now you have to get to the field in time for kick-off. Time is running out...

Stage 1 - Gorgon Gym

Go through the stadium entrance into the gymnasium. Be prepared for Gorgon hooligans waiting to stop you from getting to the field on time.

Stage 2 - Gorgon Gym Part II

Avoid the angry mobs of Gorgon fans as you pass through the locker rooms and gym. You can't relax yet – Gorgon hooligans are on the job.

Stage 3 - The Tunnel

Stavros Garkos is waiting for you with $100,000 at the end of the tunnel to the field. It won't be easy. Are you up to one more round with the Gorgon Hooligans?

Now the only thing left between you and the field is the big boss, who is guarding the sack of loot. Show Stavros Garkos who's really boss, and you've made it!

SCORES

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